



Thanks for joining us for Junior Blasts. We hope you enjoy this quarterly column. Stay tuned for some great stuff!



by Alan Garbers

Peskunck Larrabee, illustrator

The New Junior Blasts

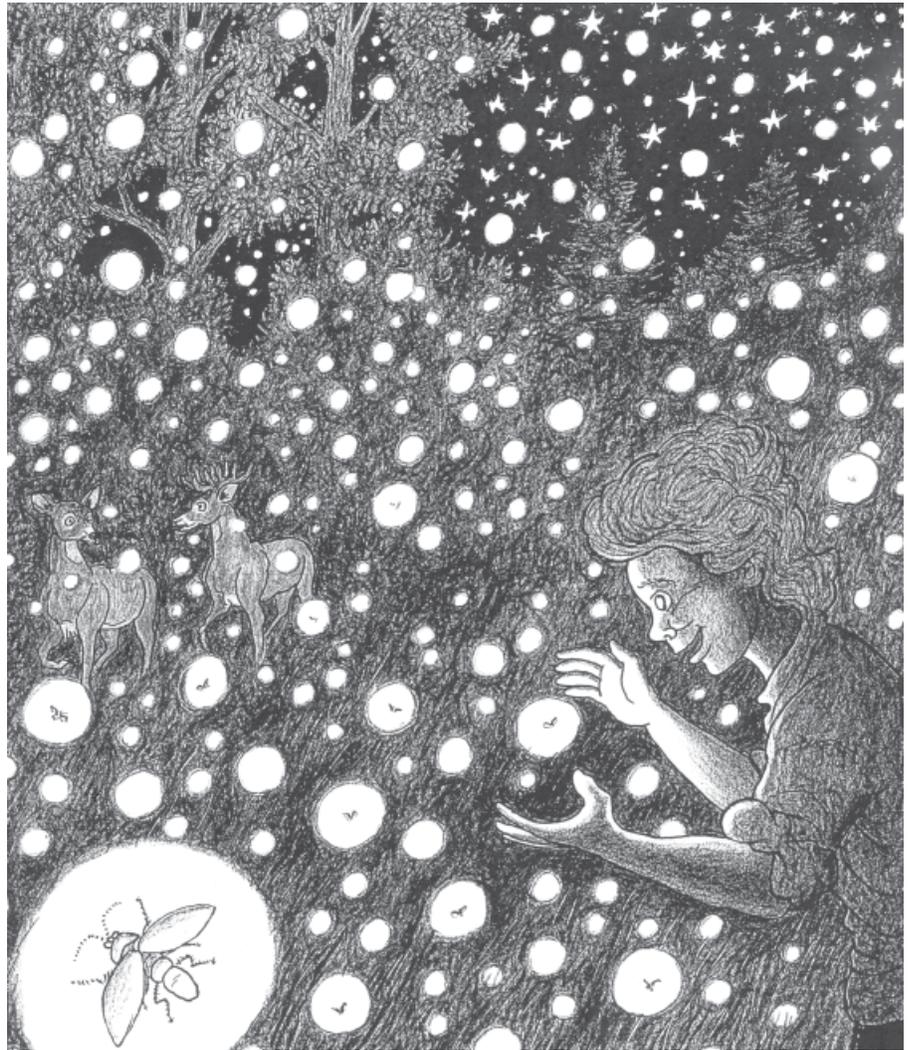
John loved exploring wild places near his home in Scotland. He and his comrades would search the tidal pools when the ocean tides would go out, looking for all sorts of curious creatures left behind. John and his friends also made a game of seeing how many birds' nests they could find around their homes, and then recite each and every type of bird that had made them.

John was daring and climbed the craggy remains of an ancient castle nearby, clinging to the rocky walls with just his fingers and toes. John's courage knew no bounds. One night he and his brother secretly crept out upon the steep roof of their three-story home. It was a foolish thing to do and they soon realized they might fall at any moment. Luckily they were able to climb back into the window and into bed, vowing never to do that again.

One day their father unexpectedly announced that they would be moving to the wilderness of America. Having heard about the adventures of the new country, John was excited to explore and see new animals.

In a few months John and his family were building a new life in the woods of Wisconsin. The forest teemed with wild birds and animals, from woodpeckers to wolves. John had great fun identifying these new creatures, and on one summer evening saw a wondrous sight. Out in the dark meadow bobbed and weaved little fairy lights, blinking on and off like fire embers floating on the breeze. John was seeing his first lightning bugs!

But John saw other things as well. These things he didn't like. Some boys would make a game of killing every animal they saw and then bring their ghastly collection back to town to see who had killed the most. While farmers had to protect their crops from birds and



rodents, most of the animals slain had done nothing, and only a few were eaten. John didn't like the idea of killing an animal for no reason.

John was a smart young man and he craved knowledge. He read every book he could get his hands on, but there was so much work on the farm his father didn't want John staying up late to

study. Exasperated, John asked his father if he could get up early and study. His father agreed. So John tricked his father and started getting up at 1 am! Then he could study for five hours before he had to start doing his chores.

While John worked, he invented things that would make his life easier and would whittle wooden models of his



inventions to prove they would work. Desiring to make his way in the world, John took his inventions to the state fair and won money for them! John was on his way to becoming a man!

John never grew tired of learning and exploring. As he got older he traveled about the world and wrote books about his travels and the beautiful places he had seen. He started the Sierra Club and worked to pass laws to protect many of the beautiful and wild areas around the United States like Yosemite and the Sequoia National Parks. Now John Muir, the little boy who loved to explore and learn, is known as the father of our national park system.

Straight Arrow

This game can be played using guns or bows and arrows. Each player or team places a two foot square target on the twenty-yard line. The target has a dark vertical line from top to bottom that is easily visible from the shooting line.

In teams or alone, players fire a total of twelve shots at the line on the target.

When shooting is complete, the targets are pulled and measured.

Scoring is as follows: All holes on or touching the line count as a zero. All other holes are measured in millimeters from the line. If a total of twelve holes are not present on the target then the maximum distance from the line to the edge of the target is used for the score of the missing hole. The distances of the holes from the line are added for a total score. If more than twelve holes are present on the target, the twelve longest measurements are used for the total score. The lowest score wins.

Archery Safety

1. Never use a short arrow. Arrows are sized to the length of the archer's draw. If too short of an arrow is used, it could be over-drawn and the archer's hand or arm could be pierced.
2. Don't shoot arrows straight into the air. Shooting arrows into the air can cause them to hit you or bystanders.
3. Always use a target backstop. Like rocks skipped across water, arrows can skip off the ground and deflect in unexpected directions.

NMLRA Youth Shoot
July 6-7, 2013

G E S T A T E F A I R U C
U L L R O O F I R E F L Y
B T A N C H O R K C A B S
G T N I S N O C S I W C R
N O I I N V E N T I O N E
I B M A A P R E T T L H G
N E A C D I R G L O V O N
T W L O U E Y A P T E J I
H A O M M G N R E Q S S F
G W E R G D I U N E T A E
I I A A R Z W O D A E M C
L F R D E A R C H E R Y L
A C L E P O R P Y D U T S

ANCHOR
ANIMAL
ARCHERY
ARROW
BACK
BOTTLE
CAST
CASTLE
COMRADE
COURAGE
CRAGGY

EATEN
FARMER
FINGERS
FIREFLY
INVENTION
JOHN
LIGHTNING BUG
MEADOW
MUIR
PRIZE
PROPEL

ROOF
SCOTLAND
STATE FAIR
STUDY
TOES
WISCONSIN
WOLVES
WOODPECKER

Answer on page 69

What is that?

Here are some terms you might hear at archery shoots. You pick out the correct definitions.

Anchor – 1. A heavy weight used to hold a boat in place. 2. A place to draw an arrow to, usually the corner of the mouth. 3. The main news person on the TV news.

Back – 1. To move in reverse. 2. The side of the torso opposite the chest. 3. The side of a bow away from the string.

Cast – 1. To pour liquid metal into a mold. 2. A hard protective shell used while broken bones are healing. 3. The distance a bow can propel an arrow.

Riddles

1. What five-letter word becomes shorter when you add two letters to it?
2. What has a neck but no head?
3. What begins with T, ends with T and has T in it?

Answers:

1. Short, 2. A bottle, 3. Teapot **MB**



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